

## Character Sheet

## Personal Data

Name \_\_\_\_\_

Gender \_\_\_\_\_

Race \_\_\_\_\_

Date of Birth \_\_\_\_\_

Age \_\_\_\_\_

Hair Color \_\_\_\_\_

Eye Color \_\_\_\_\_

Height / Weight \_\_\_\_\_



Profession \_\_\_\_\_

Culture \_\_\_\_\_

Social Standing \_\_\_\_\_

Place of Birth \_\_\_\_\_

Family \_\_\_\_\_

Characteristics \_\_\_\_\_

COU

SGC

INT

CHA

DEX

AGI

CON

STR

## Advantages

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## Disadvantages

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## General Special Abilities

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## Life Points

(Racial Base Stat + CON + CON)

Stat	Bonus/ Penalty	Bought	Max
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

## Arcane Energy

(20 for Spellcaster + Primary Attribute)

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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## Karma Points

(20 for Blessed One + Primary Attribute)

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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## Spirit

(Racial Base Stat + (COU+SGC+INT)/6)

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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## Toughness

(Racial Base Stat + (CON+CON+STR)/6)

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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## Dodge

(AGI/2)

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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## Fate Points

Stats	Bonus/ Penalty	Max	Current
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

## Experience Level

AP total

AP available

AP spent



## Character Sheet

Game Stats

Encumbrance

COU

SGC

INT

CHA

DEX

AGI

CON

STR

## SKILLS

Skill	Check	ENC	Impr.	SR	R	Notes	Skill	Check	ENC	Impr.	SR	R	Notes
<b>Physical Skills</b> COU/AGI/STR p. 188-192							<b>Knowledge Skills</b> SGC/SGC/INT p. 201-205						
Body Control	AGI/AGI/CON	yes	D				Astronomy	SGC/SGC/INT	no	A			
Carousing	SGC/CON/STR	no	A				Gambling	SGC/SGC/INT	no	A			
Climbing	COU/AGI/STR	yes	B				Geography	SGC/SGC/INT	no	B			
Dancing	SGC/CHA/AGI	yes	A				History	SGC/SGC/INT	no	B			
Feat of Strength	CON/STR/STR	yes	B				Law	SGC/SGC/INT	no	A			
Flying	COU/INT/AGI	yes	B				Magical Lore	SGC/SGC/INT	no	C			
Gaukelei	COU/CHA/DEX	yes	A				Math	SGC/SGC/INT	no	A			
Perception	SGC/INT/INT	maybe	D				Mechanics	SGC/SGC/DEX	no	B			
Pickpocket	COU/DEX/AGI	yes	B				Myths & Legends	SGC/SGC/INT	no	B			
Riding	CHA/AGI/STR	yes	B				Religions	SGC/SGC/INT	no	B			
Self-Control	COU/COU/CON	no	D				Sphere Lore	SGC/SGC/INT	no	B			
Singing	SGC/CHA/CON	maybe	A				Warfare	COU/SGC/INT	no	B			
Stealth	COU/INT/AGI	yes	C				<b>Craft Skills</b> DEX/DEX/CON p. 206-213						
Swimming	AGI/CON/STR	yes	B				Alchemy	COU/SGC/DEX	yes	C			
<b>Social Skills</b> INT/CHA/CHA p. 193-197							Artistic Ability	INT/DEX/DEX	yes	A			
Disguise	INT/CHA/AGI	maybe	B				Clothworking	SGC/DEX/DEX	yes	A			
Empathy	SGC/INT/CHA	no	C				Commerce	SGC/INT/CHA	no	B			
Etiquette	SGC/INT/CHA	maybe	B				Driving	CHA/DEX/CON	yes	A			
Fast-Talk	COU/INT/CHA	no	C				Earthencraft	DEX/DEX/STR	yes	A			
Intimidation	COU/INT/CHA	no	B				Leatherworking	DEX/AGI/CON	yes	B			
Persuasion	COU/SGC/CHA	no	B				Metalworking	DEX/CON/STR	yes	C			
Seduction	COU/CHA/CHA	maybe	B				Music	CHA/DEX/CON	yes	A			
Streetwise	SGC/INT/CHA	maybe	C				Pick Locks	INT/DEX/DEX	yes	C			
Willpower	COU/INT/CHA	no	D				Prepare Food	INT/DEX/DEX	yes	A			
<b>Nature Skills</b> COU/AGI/CON p. 198-200							Sailing	DEX/AGI/STR	yes	B			
Animal Lore	COU/COU/CHA	yes	C				Treat Disease	COU/INT/CON	yes	B			
Fishing	DEX/AGI/CON	maybe	A				Treat Poison	COU/SGC/INT	yes	B			
Orienting	SGC/INT/INT	no	B				Treat Soul	INT/CHA/CON	no	B			
Plant Lore	SGC/DEX/CON	maybe	C				Treat Wounds	SGC/DEX/DEX	yes	D			
Ropes	SGC/DEX/STR	maybe	A				Woodworking	DEX/AGI/STR	yes	B			
Survival	COU/AGI/CON	yes	C										
Tracking	COU/INT/AGI	yes	C										

## Attribute Modifiers

	-3	-2	-1	0	+1	+2	+3
COU							
SGC							
INT							
CHA							
DEX							
AGI							
CON							
STR							



Skill Points	Quality Level
0-3	1
4-6	2
7-9	3
10-12	4
13-15	5
+16	6

## Languages

  
  
  


## Scripts



## Character Sheet

Combat

MOV

LP

DO

INI

SPI

TOU

COU

SGC

INT

CHA

DEX

AGI

CON

STR

Combat Techniques	Primary Attribute	Impr. CSR	AT/RC	PA
Bows	DEX	C		
Brawling	AGI/STR	B		
Chain Weapons	STR	B		
Crossbows	DEX	B		
Daggers	AGI	B		
Fencing Weapons	AGI	C		
Impact Weapons	STR	C		
Lances	STR	B		
Pole Weapons	AGI/STR	C		
Shields	STR	C		
Swords	AGI/STR	C		
Thrown Weapons	DEX	B		
Two-Handed Impact Weapons	STR	C		
Two-Handed Swords	STR	C		

### Combat Special Abilities

### Close Combat Weapons

Weapon	Combat Technique	Damage Bonus	Base DP	Overall	AT/PA Mod.	Reach	AT	PA	Weight

### Ranged Weapons

Weapon	Combat Technique	Reload Time	DP	Ammunition	Range	Ranged Combat	Weight

### Armor

Armor	PRO	ENC	Add. Penalties	Weight	Travel, Combat, ...

### Shield/Parrying Weapon

Shield/Parrying Weapon	Structure Points	AT/PA Mod.	Weight

### Life Points

Max

Current




1/4 lost  
(+1 Pain)

1/2 lost  
(+1 Pain)

3/4 lost  
(+1 Pain)

5 or less  
(+1 Pain)

0 or less = Hero is dying

Condition

Level I  
(-1)

Level II  
(-2)

Level III  
(-3)

Level IV  
(Incapacitated)

Confusion

Encumbrance

Fear

Pain

Paralysis

Rapture

Stupor





# Character Sheet

## Liturgical Chants & Ceremonies

## Current

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STR

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[illegible]

Aspect(s)	Strengths	Weaknesses
1. <b>Flexibility</b>	<ul style="list-style-type: none"> <li>Adaptability to various environments and tasks.</li> <li>Ability to learn from experience and adjust behavior.</li> </ul>	<ul style="list-style-type: none"> <li>Lack of consistency and predictability.</li> <li>Potential for overfitting to specific tasks.</li> </ul>
2. <b>Generalization</b>	<ul style="list-style-type: none"> <li>Ability to perform well on tasks not seen during training.</li> <li>Transfer of knowledge from one domain to another.</li> </ul>	<ul style="list-style-type: none"> <li>Difficulty in achieving high performance on new tasks.</li> <li>Need for extensive data and resources for training.</li> </ul>
3. <b>Complexity</b>	<ul style="list-style-type: none"> <li>Ability to handle complex, high-dimensional data.</li> <li>Integration of multiple sources of information.</li> </ul>	<ul style="list-style-type: none"> <li>High computational cost and resource requirements.</li> <li>Complexity in interpreting model results.</li> </ul>
4. <b>Scalability</b>	<ul style="list-style-type: none"> <li>Ability to handle large volumes of data.</li> <li>Integration with existing systems and infrastructure.</li> </ul>	<ul style="list-style-type: none"> <li>Difficulty in scaling to very large datasets.</li> <li>Need for specialized hardware and software.</li> </ul>
5. <b>Interpretability</b>	<ul style="list-style-type: none"> <li>Ability to provide insights into model behavior.</li> <li>Transparency in decision-making process.</li> </ul>	<ul style="list-style-type: none"> <li>Lack of transparency in model decisions.</li> <li>Difficulty in explaining model results.</li> </ul>

### Primary Attribute



## Tradition

### Blessed Special Abilities

## Blessings



# Character Sheet

## Spells & Rituals

## AE Max

## Current

100

**COU**

SGC

INT

(CHA

## INDEX

AGI

CON

STR

[illegible]

### Property (-ies)

## Tradition

### Primary Attribute



### Magical Special Abilities

## Cantrips